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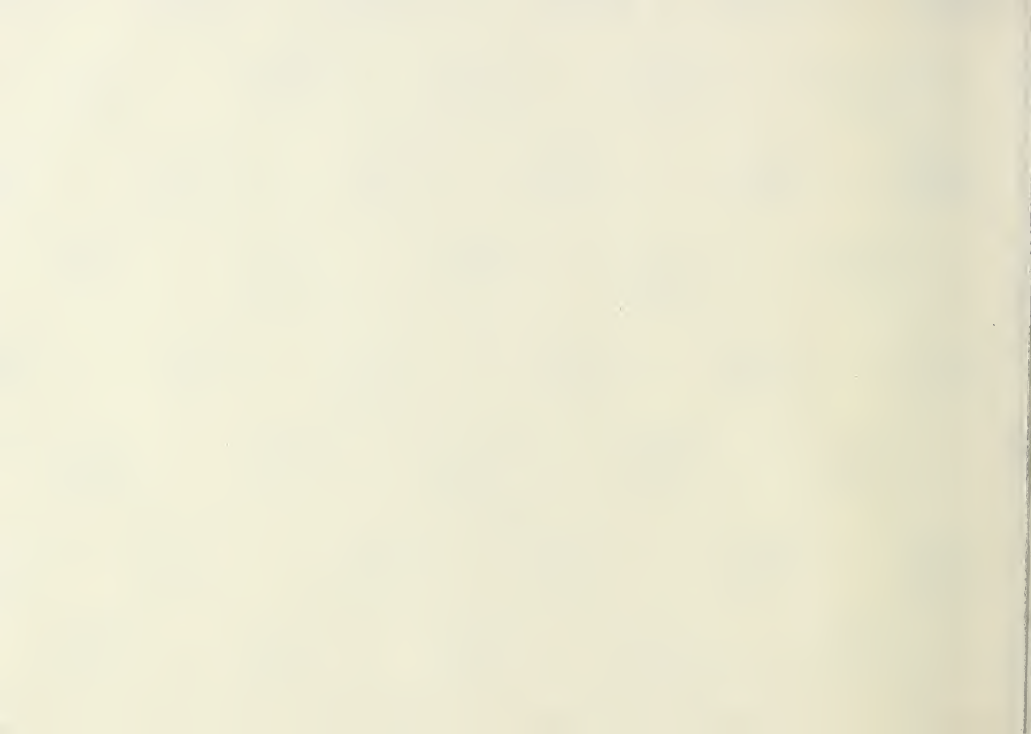
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Foot-Ball Rules

FOR 1882.

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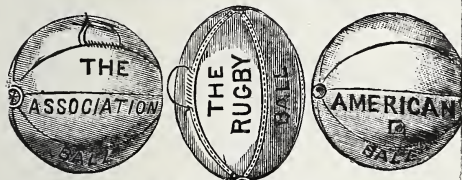
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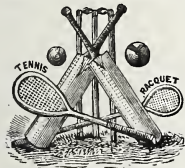
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Touch in Goal.	In Touch. 330 feet.	Touch in Goal.
In Goal. Goal Line. (181½ feet) Goal Line. (Goal) 160 feet.	25-yard-line Limit of Kick-out.	In Goal. Goal Line. (181½ feet) Goal Line. (Goal) 160 feet.
Touch in Goal.	In Touch. 330 feet.	Touch in Goal.
Touch in Goal.	Touch or Bounds.	Touch or Bounds.
In Goal.	25-yard-line Limit of Kick-out.	In Goal.
Touch in Goal.	Touch or Bounds.	Touch or Bounds.



Inter-Collegiate Foot-Ball Rules.

AS AMENDED BY THE AMERICAN INTER-COLLEGIATE
ASSOCIATION NOV. 23D, 1876; OCT. 9TH,
1877; OCT. 4TH, 1879; OCT. 13TH,
1880; OCT. 8TH, 1881;
APRIL, 1882.

1. Grounds must be 330 feet in length and 160 feet in width. General Rules.
2. Each Goal shall be composed of two upright posts exceeding 20 feet in height, and placed 18 feet and six inches apart, with cross bar 10 feet from the ground.
3. The game shall be played by teams of eleven men each.
4. Time of game is an hour and a half, each side playing an inning of forty-five minutes from each Goal. There shall be ten minutes intermission between the two *three-quarters*. Should the two *three-quarters* result in a tie, ten minutes after the end of the second inning, two fifteen-minute innings shall



be played, subject to the same rules and conditions as the three-quarters, with the exception that there shall be only *five* minutes intermission. The game shall be decided by the score of even innings.

5. A match shall be decided by a majority of touch-downs. A goal shall be equal to four touch-downs. But in case of a tie, a goal kicked from a touch-down shall take precedence over touch-downs, or a goal otherwise kicked. Any player guarding his own goal who shall receive the ball from any player of his own side, either by a pass, kick, or snap-back, and shall then touch it down behind his own goal line, or who shall himself carry the ball across his own goal line, and touch it down, makes a *safety touch-down*, which shall serve against his side as hereafter designated. A side which makes four or more *safety touch-downs* less than their opponents shall win the game, in case nothing else is obtained. No player shall put the ball, having received it from one of his own side, in his own touch in goal under penalty of a safety touch-down.

6. There shall be two judges and a referee in every match.

7. No one wearing projecting nails, iron plates, or gutta percha, on any part of his boots or shoes, shall be allowed to play in a match. Ordinary rubber soles allowed, but not rubber tips. No sticky or greasy substance shall be used on the persons of the players.

8. No HACKING, or THROTTLING, BUCKING or tripping up, or tackling below the hips, shall be allowed under any circumstances.

9. A Drop Kick or Drop is made by letting the Drop Kick ball fall from the hands, and kicking it the *very instant* it rises.

10. A Place Kick or Place is made by kicking the Place Kick ball after it has been placed on the ground.

11. A Punt is made by letting the ball fall from Punt the hands and kicking it before it touches the ground.

12. The Captains of the respective sides shall toss Kick Off up before commencement of the match; the winner of the toss shall have the option of the choice of goal, or of kick off. The same side shall not kick off in two successive innings.

13. A Kick Off is a *place-kick* from the center of the field or play, and cannot count as a goal. The opposite side must stand at least *ten yards* in front of the ball until it has been kicked. The side which has the kick off must be on side when the ball is kicked. This applies to all free kicks. Disregard of this rule shall constitute a foul.

14. The ball shall be *kicked off* at the beginning of each inning, and after a goal has been obtained.

15. A Goal may be obtained by any kind of a kick except a *punt*. (See Rule 13.)



Goal.

16. A Goal can be obtained by kicking the ball from the field of play direct, (*i. e.*, without touching the ground, or the dress or person of any player of either side,) over the cross bar of the opponents' goal. A ball that strikes the post or cross-bar and goes inside the posts and over the bar shall be scored as a goal.

17. Whenever a goal shall have been obtained, the side which has lost the goal shall then kick off.

Throwing
Back.

18. A player may throw or pass the ball in any direction except towards his opponents' goal.

Knocking
On

19. Knocking the ball, (*i. e.*, deliberately hitting the ball with the hand,) and Throwing Forward, (*i. e.*, throwing the ball in the direction of the opponents' goal line,) are not lawful. If the ball be *knocked* or *thrown forward*, the Captain of the opposite side may (unless a fair catch has been made, as provided by the next Rule,) require to have it brought back to the spot where it was *knocked* or *thrown forward*, and there put down.

Fair Catch.

20. A Fair Catch is a catch made direct from a kick, or a *throw forward*, or a *knock* by one of the opposite side only, or from a *punt out* (see Rule 52), provided the catcher makes a mark with his heel at the spot where he has made the catch, and no other of his own side touch the ball. (See Rules 21 and 22.)

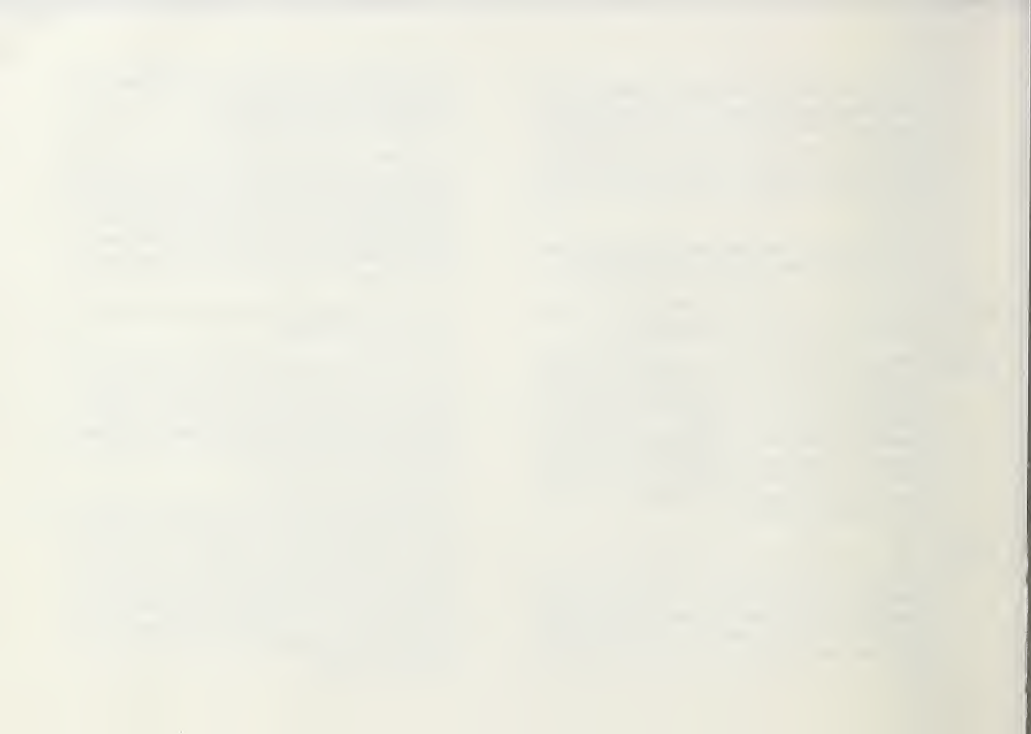
21. A player who has made and claimed a *fair catch* shall thereupon either take a *drop kick* or a *punt*, or *place* the ball for a place kick.

22. After a *fair catch* has been made the opposite side may come up to the catcher's mark and (except in cases under Rule 54,) the catcher's side shall retire so that they shall be even with or behind the ball kicked; the ball shall be kicked from such mark or from a spot any distance behind it on a line parallel to touch line.

23. A catch made when the ball is thrown out of touch is not a *fair catch*.

24. In cases of a *fair catch* the opposite side may come up to and charge from anywhere on or behind a line drawn through the mark made by the player who has made the catch and parallel to their own goal line; but in the case of a *fair catch* from a *punt out* or a *punt on*, see Rule 53.

25. The ball is dead (I.) when a player holding it has cried *down*, and it is then put in play by Rule 33, (II.) when a goal has been obtained, and is then put in play by Rule 14, (III.) when it has gone into *touch in goal* and is then put in play by Rule 43, (IV.) when a *touch down* has been obtained and is then put in play by Rules 51, 53 or 59, (V.) also when a *safety touch down* has been made and it is then put in play by Rules 57 and 58.



26. The ball is *dead* whenever a goal has been obtained; but if a *try at goal* be not successful, the kick shall be considered as only an ordinary kick in the course of the game.

27. It is not lawful to take up the ball when dead (except in order to bring it out after it has been touched down in touch or in goal,) for any purpose whatever; whenever the ball shall have been so unlawfully taken up, it shall at once be brought back to where it was so taken up, and there put down.

Taking up the Ball. 28. A player may *take up* the ball wherever it is rolling or bounding, except in a scrum.

Running. 29. It is lawful for any player who has the ball to run with it.

30. It is lawful to *run in* anywhere across the goal line.

Tackle. 31. A Tackle is when the holder of the ball is held by one or more players of the opposite side.

32. If any player holding or running with the ball be tackled, and the ball fairly held, the man so tackling shall cry, "*Held*;" the one tackled must cry, "*Down*," and there put it down.

Scrum. 33. (a.) A scrum takes place when the holder of the ball, being in the field of play, puts it down on the ground in front of him, and puts it in play when on side by kicking or snapping it back. (b.)

The *quarter-back* is the man who first receives the ball when snapped back from a *down* or thrown back from a *fair*, and he shall in neither case be allowed to carry the ball forward. If a player be off side in the act of snapping back, the ball shall be snapped back over again. If he is off side three times on the same *down*, the ball shall go to the opposite side. If in three consecutive *fairs* and *downs* a team shall not have advanced the ball *five yards*, or lost *ten*, they must give up the ball to the opposite side at the spot where the *fourth down* is made. Consecutive means, without leaving the hands of the side holding it.

34. In a scrum it is not lawful for the man who has the ball, nor the man opposite and opposed to him, to pick out the ball with the hand under any circumstances whatever, but if the ball touch a third man, either may.

35. Every player is *on side*, but is put *off side* if he Off Side. enters a scrum from his opponents' side, or being in a scrum, gets in front of the ball, or when the ball has been kicked, touched, or is being run with by any of his own side behind him (i. e., between himself and his goal line). No player can be off side in his own goal.

36. Every player when *off side* is out of the game, and shall not touch the ball in any case whatever, either in or out of touch or goal, or in any way interrupted or obstruct any player until he is again *on side*.



On Side. 37. A player being *off side* is put *on side* when the ball has been kicked by or has touched the dress or person of any player of the opposite side, or when one of his own side has run in front of him, either with the ball or having kicked it when behind him.

Touch or
Bounds.

38. Touch (Bounds). If a ball goes into *touch*, whether it bound back or not, any player on the side which touches it down must bring it to the spot where it crossed the touch line; or, if a player, when running with the ball, cross or put any part of either foot across the touch line, he must return with the ball to the spot where the line was so crossed, and then return it into the field of play in one of the modes provided by the following Rule. If the player only has his hand over the line it is not out of bounds.

39. He must then, by himself or by one of his own side, either (I.) *bound* the ball in the field of play at right angles to the touch line, and then run with it, kick it or throw it back to his own side; or (II.), throw it out at right angles to the touch line; or (III.), walk out with it at right angles to the touch line, any distance not less than *five* nor more than *fifteen* yards, and there put it down, first declaring how far he intends to walk out. The man who throws the ball in must face the field or his opponents' goal. No player but the man throwing the ball in shall have either foot entirely outside the touch line. In putting the ball in play from *touch*, any man who places his person, hands, or feet be-

tween the ball and his opponents' goal is off side. This, however, does not apply to the hands of the man holding the ball.

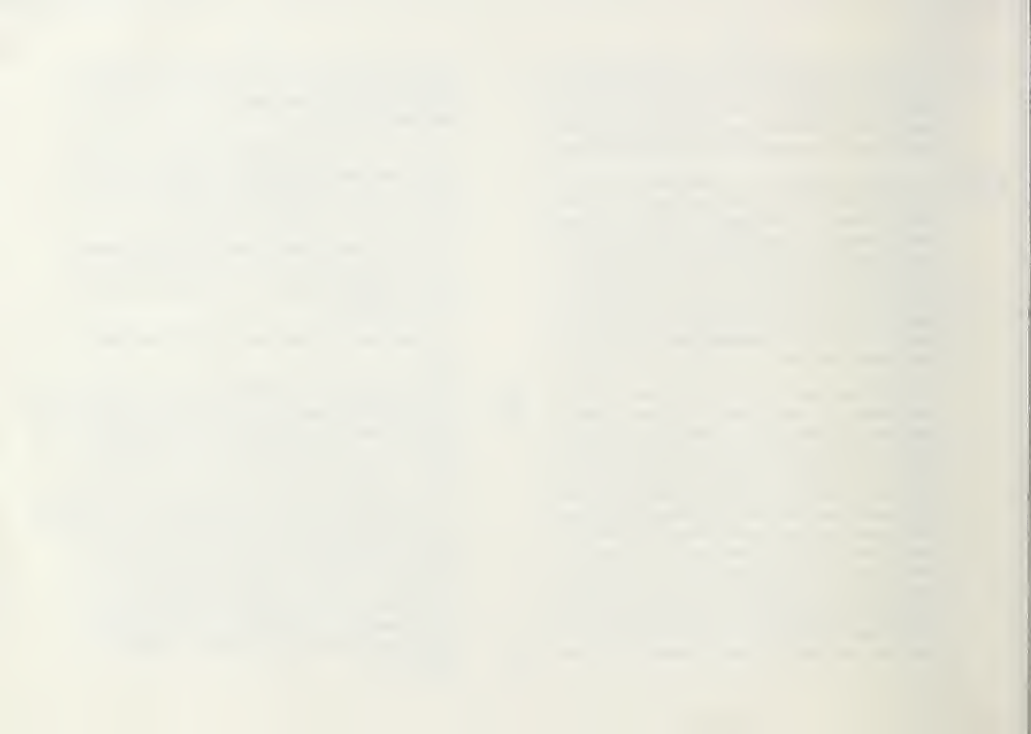
40. If two or more players holding the ball are pushed into *touch*, the ball shall belong *in touch* to the player who first had hold of it in the field of play, and has not released his hold of it.

41. If the ball, when thrown out of *touch*, be not thrown out at right angles to the touch line, the Captain of either side may at once claim to have it thrown out again.

42. The goal line is in goal, and the touch line in touch.

43. Touch in Goal. Immediately the ball, whether Touch in Goal. in the hands of a player (except for the purpose of a *punt out*—see Rule 51,) or not, goes into touch in goal, it is at once *dead* and out of the game, and must be brought out as provided by Rules 57 and 58.

44. A Maul in Goal is when the holder of the ball Maul in Goal. is tackled inside goal line, or being tackled immediately outside, is carried or pushed across it, and he, or the opposite side, or both, endeavor to touch the ball down. In all cases, when so touched down, the ball shall belong to the players of the side who first had possession of it before the maul commenced, unless the opposite side have gained complete possession of it.



45. In case of a *maul in goal*, those players only who are touching the ball with their hands when it crosses the goal line may continue the maul in goal, and when a player has once released his hold of the ball after it is inside the goal line, he may not again join in the maul, and if he attempts to do so, may be dragged out by the opposite side.

46. But if a player, when *running in*, is tackled inside the goal line, then only the player who first tackled him; or, if two or more tackle simultaneously, they only may join in the maul.

Touch-Down.

47. A Touch-Down is when a player, putting his hand upon the ball on the ground in goal, stops it so that it remains dead.

48. When the ball has been touched down in the opponents' goal, none of the side in whose goal it has been touched down shall so touch it, or in any way displace it, or interfere with the player of the other side who may be taking it up or out.

Try at Goal.

49. A side having touched the ball down in their opponents' goal shall *try at goal*, either by a *place kick* or a *punt out*.

Place Kick.

50. If a *try at goal* be made by a *place kick*, a player of the side which has touched the ball down shall bring it up to the goal line in a straight line from and opposite to the spot where the ball was touched down, and there must make a mark on the goal line,

and thence walk straight out with it at right angles to the goal line, to such distance as he thinks proper, and there place it for another of his side to kick. The kicker's side must be behind the ball when it is kicked, and the opposite side must remain behind their goal line until the ball has been placed on the ground.

51. A Punt out is a *punt* made after a touch-down Punt Out. by a player from behind his opponents' goal line, and from touch in goal if necessary, towards another of his own side, who must stand *outside* the goal line not less than fifteen feet, and endeavor to make a fair catch, or get the ball and *run in* or *drop* a goal (see Rules 53 and 54), but he cannot pass it. The *punter* shall not touch the ball after punting it until it has been touched by some other player.

52. A Punt on is a *punt* made in a manner similar Punt On. to a *punt out*, and from touch if necessary, by a player who has made a fair catch from a *punt out* or another *punt on*.

53. If the *try at goal* be by a *punt out* (see Rule 51), Rules for a player of the side which has touched the ball down shall bring it straight up to the goal line opposite to the spot where it was touched down, and there make a mark on the goal line, and then *punt out* from touch in goal, if necessary, or from any part behind the goal line not nearer to the goal post than such mark. The opposite side may line up anywhere on the goal

Punt Out and Punt On.



line except in the space of five feet extending from the mark made by the punter out towards the touch line. The punter out must not be interfered with (see Rules 59 and 60). If punter does not make his mark he must *punt* over again. A *punt out* or *punt on* must be a kick from the foot.

54. If a *fair catch* be made from a *punt out* or a *punt on*, the catcher may either proceed as provided by Rules 22 and 53, or himself take a *punt on*, in which case the mark made on making the *fair catch* shall be regarded (for the purpose of determining as well the position of the player who makes the *punt on* as of the other players of both sides,) as the mark made on the goal line in the case of a *punt out*.

55. A catch made in touch from a *punt out* or a *punt on* is not a fair catch; the ball must then be taken or thrown out of touch, as provided by Rule 38; but if the catch be made in touch in goal the ball is at once dead, and must be *kicked out*, as provided by Rules 57 and 58.

56. A player may touch the ball down in his own goal at any time.

57. Kick out is a drop kick by one of the players of the side which has had to touch the ball down in their own goal, or into whose touch in goal the ball has gone (Rule 9), is the mode of bringing the ball again into play, and cannot count as goal. If a ball

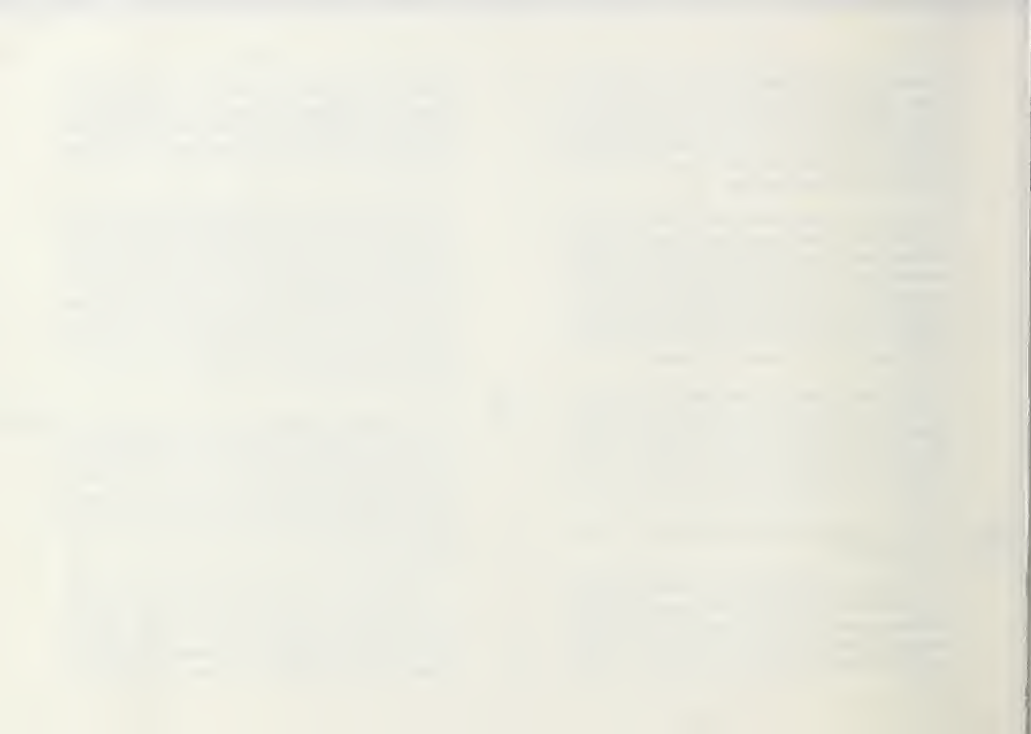
Touch-
Down for
Safety.

from a *kick out* pitch in touch three times in succession it shall be given as in touch to the opposite side on the twenty-five yard line on the side where the ball pitches in touch, without, however, the privilege of Rule 39 (III.)

58. Kick out must be a *drop kick*, and from not more than *twenty-five yards* outside the kicker's goal; if the ball, when kicked out, *pitch* in touch, it must be taken back and kicked out again. But if the ball touch a player of the opposite side before *pitching* in touch, the game continues. (*Pitch* means either on the fly, bound or roll.) The kicker's side must be behind the ball when kicked out, and the opposite side must be on the twenty-five yard line or nearer their own goal.

59. If a player having the ball, when about to *punt* Charging. *it out*, goes outside the goal line; or when about to *punt on*, advances nearer to his own goal line than his mark, made on making the *fair catch*; or when a *fair catch* has been made, if more than one player on the side which made the fair catch touch the ball before it is again kicked, the opposite side may *charge* at once.

60. Charging (*i. e.*, rushing forward to kick the ball, or tackle a player,) is lawful for the opposite side in all cases of a *place kick* after a fair catch, or upon a *try at goal*, immediately the ball touches, or is placed on the ground; and in cases of a *drop kick* or



punt after a *fair catch*, as soon as the player having the ball commences to run or offers to kick, or the ball has touched the ground; but he may always draw back, and unless he has dropped the ball or actually touched it with his foot, they must again retire to his mark. The opposite side, in the case of a *punt out* or a *punt on*, and the kicker's side, in all cases, may not *charge* until the ball has been kicked.

Fouling
Opponent.

61. If a player, when *off side*, interferes with an opponent or the ball when he (the opponent) is trying for a *fair catch*, the opponent's side may either have the ball *down* where the *foul* was made, or take a *free kick*. Waving hat or hands before opponent's face shall be considered an *interference*.

62. No player shall intentionally lay hands upon or interfere with an opponent, unless he has the ball.

63. The penalty for fouls, where judged as intentional by the referee, except as before provided, will be a *down* for the other side.

64. The referee shall disqualify a player whom he has warned three times for intentional *off side* play.

GEORGE WRIGHT.

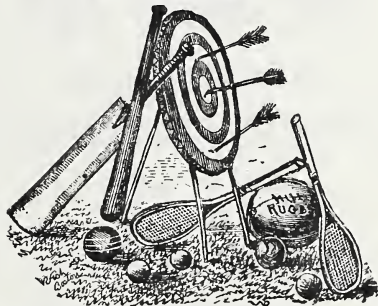
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